



IeSF Competition Regulations

(As of August 2017)

Table of Contents

Chapter 1 General Rules

- Article 1 (Official Name)
- Article 2 (Rights related to the World Championship)
- Article 3 (Period and Venue of the World Championship)
- Article 4 (Rights related to the Official Name and others)

Chapter 2 National Team Organization

- Article 5 (Process of National Team Organization)
- Article 6 (Official Referees and Records)
- Article 7 (Misconduct)

Chapter 3 Participation

- Article 8 (Participation Application)
- Article 9 (Participation in the World Championship)

Chapter 4 Match Titles

- Article 10 (Official Titles)
- Article 11 (Demonstration Titles)

Chapter 5 Match Operation and Stadium

- Article 12 (Operation of Matches)
- Article 13 (Operation Method of Matches)
- Article 14 (Player Availability, Breaks and Absence)
- Article 15 (Schedule and Draw for Brackets)
- Article 16 (Referees)
- Article 17 (Stadium)
- Article 18 (ID Pass to Access Stadium)

Chapter 6 Players

- Article 19 (Players)
- Article 20 (Age)

Chapter 7 Uniform

- Article 21 (Uniform Regulation)

Chapter 8 Scoring and Awarding

- Article 22 (Ranking)
- Article 23 (Scoring)
- Article 24 (Division of Awards)
- Article 25 (Method of Awards)

Chapter 9 Opening and Closing Ceremonies

Article 26 (Invitation)

Article 27 (Ceremony Schedule)

Article 28 (Composition and Operation of Ceremonies)

Chapter 10 Broadcasting rights and Advertisement

Article 29 (Broadcast Rights)

Article 30 (Host Broadcasting Company)

Article 31 (Installation of Advertisement and Others)

Chapter 11 Protest and Resolution

Article 32 (Protest Deliberation Committee)

Article 33 (Compliance Obligation)

Chapter 12 Anti-Doping

Article 34 (Preface)

Article 35 (Other Applicable Rules)

Article 36 (Prohibited Substances and Prohibited Methods)

Article 37 (Doping Control)

Article 38 (How to check the status of medication)

Article 39 (Anti-Doping Rule Violation and Result Management)

Supplementary Provisions

APPENDICES

[APPENDIX 1] IeSF Match Operation Regulations

[APPENDIX 2] IeSF Scoring Regulations

[APPENDIX 3] Match Rules (League of Legends)

[APPENDIX 4] Match Rules (Counter-Strike: Global Offensive)

[APPENDIX 5] Match Rules (Tekken 7)

Chapter 1 General Rules

Article 1 (Official Name)

The term of the Event, which is the subject to these Regulations is the 9th Esports World Championship Busan 2017 (hereinafter called “the World Championship”).

Article 2 (Rights related to the World Championship)

International e-Sports Federation (hereinafter called “IeSF”) has the exclusive right to the overall matters regarding to organizing and operating the World Championship as well as broadcasting the matches.

Article 3 (Period and Venue of the World Championship)

1. The host city/country of the World Championship is Busan, South Korea.
2. The Period of the World Championship is from 9th day of November to 12th day of November, 2017.
3. The venue for the World Championship is International Passenger Terminal Convention Center, Busan, South Korea

Article 4 (Rights related to the Official Name and Others)

IeSF has the exclusive rights to the name the World Championship and all intellectual property rights thereof. If other parties want to use them, they must obtain approval from IeSF beforehand.

Chapter 2 National Team Organization

Article 5 (Process of National Team Organization)

1. A National Team participating in the World Championship shall be organized by the corresponding National Federation (hereby called “NF”). The NF has the rights and responsibility to select and organize its own national team.
2. Each NF shall select their national team through reasonable process, either reviewing the ranking or performance history of players or by operating its’ own national preliminary, and in case of a controversial circumstance, shall discuss the matter with IeSF. IeSF highly recommends conducting national preliminaries in all the titles.
3. All players in the National Team must be a citizen of the nation they are representing.
4. The possible Entry slot for each NF per each title shall be referred to the Entry Regulations, and the slots for the demonstration titles will be announced separately to each NF. Only players over the admitted age in the host country’s rules may qualify to be a member of the National Team.

5. A player who gets denied to enter into the host country due to the negative personal history shall also be banned from the National Team roster. The roster of players for each title is not changeable once it is submitted; however, in case of an unavoidable circumstance may it be revised with approval of the IeSF Board.

6. All team names of National Teams shall be names of their nations.

Article 6 (Official Referees and Record)

1. Official referees approved by the NF at the National Qualifier shall make judgments for all situations occurring in the matches. For unexpected situations not indicated in the rules and regulations, they shall make fair decisions after discussion with the host.

2. In the absence of a recorder, the referee shall preserve replays and likewise take the role of the recorder for the relevant match as well.

Article 7 (Misconduct)

1. When a player commits misconduct or inappropriate actions, official referees assigned by the NF may take disciplinary action against the player such as “caution, warning, forfeiture or expulsion.”

2. When additional disciplinary actions are necessary, the relative NF and IeSF may hold a disciplinary committee and take additional disciplinary action.

3. More detailed guidelines shall be referred to Article 7 “Referee Decisions” of “IeSF Match Operation Regulations”

Chapter 3 Participation

Article 8 (Participation Application)

In accordance with the “Entry Regulations” provided by IeSF, all NF shall register all participants to the World Championship including officials, media and players through the Entry Registration process. Any participant not registered through the Entry Registration process shall not be allowed to participate in the World Championship, and any late submission of the Entry shall not be counted.

Article 9 (Participation in the World Championship)

Individuals and teams for whom their NF filed an Entry to IeSF shall participate in the World Championship, and are subject to the Player Registration Regulations of IeSF and the “IeSF Competition Regulations”.

Chapter 4 Match Titles

Article 10 (Official Titles)

The Official Titles of “The World Championship” are as follows :

① Group Title

- League of Legends (Riot Games) – Open for All
- Counter Strike: Global Offensive (Valve Corporation) – Open for All

② Individual Title

- Tekken 7 (Bandai Namco Entertainment) – Open for All

Article 11 (Demonstration Titles)

Other titles, if deemed by the IeSF, if necessary for further distribution and growth, can be run as Demonstration Titles, but such events are not subject to scoring as a Demonstration Title is not included in total scoring.

Chapter 5 Match Operation and Stadium

Article 12 (Operation of Matches)

All matches of the World Championship shall be operated in accordance with the “IeSF Competition Regulations”.

Article 13 (Operation Method of Matches)

Main Matches of the World Championship shall be performed with the tournament principle; however, depending on the format of a title, the method can be changed.

Article 14 (Player Availability, Breaks and Absence)

1. Other than a designated lunch break between the group stages and the knock out stages, there will be no breaks during the tournament. Players are asked to ensure they are present in the tournament area, and available to play their matches at all times during both the group and knockout stages.
2. Players who are not present within the tournament area when they are due to play their match risk having the match voided in favour of their opponent or elimination from the tournament. Referees are under no obligation to actively look for an absent player should this situation arise.
3. If players do need to leave the tournament area for any reason they must let a referee know so they can advise accordingly whether there is time to do this, and how long they are permitted to be absent.

Article 15 (Schedule and Draw for Brackets)

1. The match schedule for each title shall be decided by IeSF and the host city/country.
2. The match draws shall be conducted with the presence of a referee assigned by IeSF online before the World Championship. Under special circumstances, IeSF may create the brackets.

Article 16 (Referees)

1. When conflict occurs in the course of play, the referee of the match shall address the situation.
2. During the event, any referee decisions that are contested will be first handled by the Jury of the event. If the players are still unhappy with the decision of the Jury they can move to the next stage.
3. Any appeals or opinions against the referee’s decision or an unresolved referee decision shall be handled by IeSF Board.

Article 17 (Stadium)

The host shall provide equipment and manpower in accordance with “IeSF Competition Regulations” & “IeSF Event Manual”.

- ① Tables over 110cm in width, 65cm in length, and 70~80cm in height shall be provided for each individual for the match. (Changes for inevitable situations can be allowed under consultation with IeSF)
- ② Height adjustable chairs which are 20-30cm below the surface of the table and with removable armrests shall be provided.
- ③ PCs shall be maintained to prevent inconvenience for the players during the World Championship.
- ④ Specifications of PCs provided for the World Championship are as follows:
 - ▶ LCD&LED monitor shall be within 21~24 inches and GtoG shall be under 5ms and Panel shall be TN or IPS.
 - ※ Wide monitor should support size of normal monitor
 - ※ GtoG(Gray to Gray) : The time of the Changed between Gray(10%) to Gray(90%)
 - ※ GtoG shall change each of panels like TN > IPS > PLS > VA
 - ▶ Computer main body (minimum requirements as below)

Parts	Details
CPU	6th generation Intel Core i7 3Ghz
Main Board	CPU Home Type
Video Card	GeForce GTX 970 or higher
Memory	DDR4 PC4-17000 16Gb
Hardware	Desktop
CD-ROM	DVD 16X/CD 48X or higher
Storage	SSD SATA3(6Gb/s)
Power	600w

- ⑤ Specifications of the software installed on the players’ PCs are as follows:

- ▶ No program other than those necessary for the matches, such as operating system, tools handling multimedia tasks of the videogames, hardware drivers, etc., shall be installed on PCs used for the World Championship.
- ▶ Acceptable Operating Systems: Windows 7 or higher, 64bit, Professional or Enterprise.
- ▶ The OS, all needed tools and drivers should contain all necessary updates. Automatic or manual updates should be switched off (except for the videogames).
- ▶ The set of software shall be identical on all the players' PCs.

Article 18 (ID Pass to Access Stadium)

1. IeSF shall issue ID Passes to the all participants of the World Championship. All officials and players must wear their ID Passes at all times in the stadium to maintain order.
2. IeSF shall issue separate ID Passes for organizers of the World Championship and volunteers.

Chapter 6 Players

Article 19 (Players)

1. Players shall uphold the spirit of fair play, non-violence, act professionally, and obey the direction of referees.
2. Both online and offline insults or threats of any kind against other players shall be forbidden.
3. If players have problems during matches, they may raise their hands and a referee will assist them.
4. If a replay save function is available, players should save replays after the match has ended.

Article 20 (Age)

1. The age of players is determined by “Match Rules” (Appendices) for each title.
2. Players, as well as other members of national delegations, under 18 (the age of minority in the host country) shall be accompanied by a duly responsible adult, who can also be a member of the same delegation.

Chapter 7 Uniform

Article 21 (Uniform Regulation)

1. All players participating in the World Championship shall wear the uniform representing his/her country, and such uniform shall be designed and provided by each National Federation.
2. Each National Federation can select the colors and shape of the uniform on their own.

3. On the right chest of uniform national flag of the related country shall be placed.
4. On the left chest of uniform, each National Federation can freely choose to place one among options stated below:
 - ① Emblem of the National Sporting
 - ② Logo of the related National Federation
 - ③ Logo of IeSF, when choosing to place IeSF Logo, such National Federation shall request for proper image file of Logo to the IeSF Secretariat.
5. On the back of uniform, name of the related country shall be placed.
6. BI exposure for sponsors can be determined by each National Federation.
7. Players or teams without uniform will be forfeited.

Chapter 8 Scoring and Awarding

Article 22 (Ranking)

The national rank of each member country participating in the World Championship shall be determined based on “IeSF Scoring Regulations”.

Article 23 (Scoring)

1. Scoring of all official titles will be based on “IeSF Scoring Regulations”.

Article 24 (Division of Awards)

The award for the World Championship shall be divided as follows:

- ① National rank performance awards (Overall Champion)
- ② Awards for each game title (1st place, 2nd place, 3rd place)

Article 25 (Method of Awards)

The awards for the World Championship are as follows:

- ① The 1st, 2nd and 3rd place for all game titles will be awarded with medals, and the overall champion will be awarded with trophy.
- ② The prize money shall be announced separately when the details are decided.
- ③ All prize money shall be given to the NF that each player belongs to.

Chapter 9 Opening and Closing Ceremonies

Article 26 (Invitation)

The invitations to the opening and closing ceremony shall be written in the names of the president of IeSF and the mayor of the host city.

Article 27 (Ceremony Schedule)

1. The opening ceremony shall be held on the 1st day of the World Championship in principle, but under unavoidable circumstances, the schedule can be changed.
2. The closing ceremony shall be held on the last day of the World Championship after the end of the last match of final day.

Article 28 (Operation of Ceremonies)

Opening and closing ceremonies shall be managed together by IeSF and “Organizing Member” of the host city/country.

Chapter 10 Broadcasting rights and Advertisement

Article 29 (Broadcast Rights)

IeSF has the exclusive rights for live-broadcast or recorded-broadcast of the opening and closing ceremonies, all matches of the World Championship, and all derivative video products.

Article 30 (Host Broadcasting Company)

IeSF selects a host broadcasting company which would have certain rights and responsibilities in regards to broadcasting rights and overall events at the World Championship including the opening and closing ceremonies.

Article 31 (Installation of Advertisement and Others)

1. IeSF has exclusive rights to all advertisements installed within the stadium of the World Championship.
2. Any advertisements installed within the stadium including the ground and fences shall obtain IeSF’s approval beforehand. This shall also apply to the advertisements on the player’s bibs.
3. Details on the advertisements within the stadium shall be based on established internal regulations and agreements with IeSF.

Chapter 11 Protest and Resolution

Article 32 (Protest Deliberation Committee)

Under any misconduct or improper action done by officials or any application of protest or objection, IeSF shall form The Protest Deliberation Committee to resolve the issue. The Protest Deliberation Committee shall include at least the Jury, Technical Delegate and specially appointed IeSF Board Member for the IeSF World Championships. The Committee may be supplemented by additional qualified personnel as seen fit.

Article 33 (Compliance Obligation)

1. Any organizations used for the preparation and operation of the World Championship, including member nations and participating nations, shall comply with “IeSF Competition Regulations” in good faith.
2. If any organization fails to abide by the rules, additional instructions from IeSF will be implemented and complied with.

Chapter 12 Anti-Doping Rules

Article 34 (Preface)

These Anti-Doping Rules are adopted and implemented in accordance with IeSF responsibilities under the World Anti-Doping Agency (WADA) Code, IeSF Anti-Doping Rules, and IeSF Doping Control Manual and in furtherance of IeSF’s continuing efforts to eradicate doping in e-Sports. These Anti-Doping Rules are sport rules governing the conditions under which sport is played, and are distinct in nature from civil laws, and are not intended to be subject to any national requirements and legal standards applicable to civil proceedings. These Rules are necessary to protect and ensure clean e-Sports.

Article 35 (Other Applicable Rules)

1. IeSF Anti-Doping Rules

- IeSF has enacted and approved the IeSF Anti-Doping Rules in compliance with the WADA Code. These Rules are applicable during the period of the World Championship for supporting the detailed operation of Doping Control. IeSF Anti-Doping Rules can be downloaded from the link:

http://www.ie-sf.org/images/9j6q2plki25i/6ig9E5cUrSIyGKmwM6MQ4o/d60e87d2a0df00cd91f99cd7a220f855/IeSF_Anti-Doping_Rules_As_of_July_2014_.pdf

2. IeSF Board is responsible for establishing policies, guidelines and procedures to support the fight against doping, including management for results and violation of IeSF Anti-Doping Rules.

Article 36 (Prohibited Substances and Prohibited Methods)

1. The Prohibited List International Standard of WADA Code shall be applied to Prohibited Substances and Prohibited Method enforced in competition Doping Control within the World Championship.

Link: https://www.wada-ama.org/sites/default/files/resources/files/2016-09-29_-_wada_prohibited_list_2017_eng_final.pdf

2. Prohibited Substances

S0. Non-Approved Substances

S1. Anabolic Agents

S2. Peptide Hormones, Growth factors & related substances mimetics

S3. Beta-2 Agonists

S4. Hormone & Metabolic Modulators

S5. Diuretics & Masking Agents

S6. Stimulants

S7. Narcotics

S8. Cannabinoids

S9. Glucocorticoids

P2. Beta-Blockers

3. Prohibited Methods

M1. Manipulation of Blood and Blood Components

M2. Chemical and Physical Manipulation

M3. Gene Doping

Article 37 (Doping Control)

1. IeSF shall have the authority to conduct Doping Control and Testing during the period of the World Championship, and have the authority to appoint the responsible National Anti-Doping Organization deems appropriate to carry out Doping Test on its behalf.

2. Type of Doping Control

Type	Method of Sample Selection
In-Competition	Random Selection (A player from One of the top 3 teams/players) Target Selection (Former violator)

3. Type of Test

– Urine Sample Test

4. Sample Analysis

– IeSF shall designate an Anti-Doping Laboratory among 34 laboratories accredited to WADA for sample Analysis as discussing with the relative National Anti-Doping Organization.

Article 38 (How to check the status of medication)

1. Advice for Players

– It is the responsibility of the player to determine whether a substance they are using, or considering for medical purposes, is prohibited. Before and during the World Championship, players are strongly advised to check the status of the medication they are taking or intend to take through the following websites:

1. WADA Website: <http://list.wada-ama.org/>
2. Global Drug Reference Online: <http://www.globaldro.com>
3. ASADA Website: <https://checksubstances.asada.gov.au/>

2. Therapeutic Use Exemption (TUE)

– If substance is found to be prohibited, they need to apply for the Therapeutic Use Exemption (TUE) to IeSF Secretariat at least 10 days before the World Championship commences. If further clarification is required, the player should check with IeSF Secretariat.

– In a case that a Player obtained a TUE issued by a National Anti-Doping Organization in his/her country, the copy of such TUE shall be submitted to IeSF Secretariat at least right upon the arrival for the World Championship.

– IeSF Secretariat can be reached at:

Mr. Alex Lim Secretary General International e-Sports Federation

E-mail: limcw@ie-sf.org

Fax: +82-51-743-5227

Post: 6F #615, Suyeonggangbyeon-daero 140, Haeundae-gu, Busan, Korea 48058

Article 39 (Anti-Doping Rule Violation and Result Management)

1. Anti-Doping Rule Violation

– These Rules define any occurrence of one or more of the activities set below as the Anti-Doping Rule Violation:

- a. Presence of a Prohibited substance or its metabolites or markers in a Player's urine sample
- b. Use or attempted use of a Prohibited Substance or a Prohibited Method
- c. Refusing or evading sample collection through Testing
- d. Tampering, or attempting to tamper with any part of Doping control
- e. Possession of Prohibited Substances or Prohibited Methods
- f. Trafficking in any Prohibited Substance or Prohibited Method

2. Right to Fair Hearing

– When IeSF send a notice to a Player asserting an Anti-Doping Rule Violation, such Player shall have the right to request IeSF for a Fair Hearing, and IeSF shall appoint Doping Hearing Panel for hearing and adjudication. At the end of the hearing, the Doping Hearing Panel shall issue a written decision that includes the full reasons for the decision.

3. Disqualification of Individual Results

– When an Anti-Doping Rule Violation is proved, the result obtained in the event by the team shall be automatically disqualified, including forfeiture of any medals, points and prizes.

4. Sanctions of Individual

– IeSF may decide the period of Ineligibility of any future events for such individual Player detected with an Anti-Doping Rule Violation.

Supplementary Provisions

1. These rules shall be effective starting from August 2017.
2. Any amendment to the rules is subject to IeSF's approval.

APPENDIX 1

IeSF Match Operation Regulations

Table of Contents

Chapter 1 General Rules

Article 1 (Purpose)

Chapter 2 Operation of Matches

Article 2 (Match Proceedings)

Article 3 (Match Rules)

Article 4 (Match Schedule)

Chapter 3 Operation Method

Article 5 (Operation Method of Matches)

Article 6 (Determination of Win/Loss)

Chapter 4 Personal Equipment and Setting

Article 7 (Personal Equipment & Software Installation)

Article 8 (Setting)

Chapter 5 Match Record Management

Article 9 (Match Record report)

Chapter 6 Misconduct

Article 10 (Misconduct)

Chapter 7 Referee Decisions

Article 11 (Referee Decisions)

Article 12 (Withdrawal)

Article 13 (Disciplinary Action)

Article 14 (Caution)

Article 15 (Warning)

Article 16 (Forfeiture)

Article 17 (Expulsion)

Article 18 (Disciplinary Committee)

Chapter 8 Referee and Protest

Article 19 (Referee)

Article 20 (Protest)

Article 21 (Decision on Protest)

Supplementary Provisions

Chapter 1 General Rules

Article 1 (Purpose)

The purpose of these regulations is to assist in the systematic and efficient operation of the matches.

Chapter 2 Operation of the Matches

Article 2 (Match Proceedings)

1. The World Championship shall be supervised by IeSF.
2. If it is deemed too difficult to proceed with the match due to disputes over the mismanagement of a match or disorder in the stadium caused by participants of the match, IeSF may cancel all scheduled relevant matches through the IeSF's resolution. The relevant title falling into this case shall not be included in the composite scoring process as it is considered to have not competed in the World Championship.

Article 3 (Match Rules)

Matches of “The World Championship” shall be compliant with “IeSF Competition Regulations” and they should be operated as outlined in Chapter 3.

Article 4 (Match Schedule)

The match schedule for each title shall be decided by IeSF and the host city/country.

Chapter 3 Operation Method

Article 5 (Operation Method of Matches)

1. The brackets and schedule of “The World Championship” shall be decided by IeSF and Organizing Member of the host city/country.
2. The method of “The World Championship” can be changed upon the IeSF's approval.

Article 6 (Determination of Win/Loss)

No tie breaker rounds will be conducted between equal ranks (i.e. determination matches for 5th and 6th places or 7th and 8th places). If tied, win and loss shall be determined in accordance with the match rules of this year, unless otherwise stipulated in the guidelines for The World Championship participation.

Chapter 4 Personal Equipment and Setting

Article 7 (Personal Equipment & Software Installation)

1. Players both in competition and standby shall not bring unnecessary personal belongings. Also all mobile devices such as cell phones or MP3 are not allowed with the players in the stadium.
2. Players cannot use own devices other than a mouse, a keyboard, a mouse pad, internal earphones, external earphones, mouse bungee, and an earphone extension cord. A referee or the host can prohibit the usage of devices that may cause a negative effect on the match at their own discretion.
 - ① There is no such obligation or limitation for using personal device, but they must be approved by the referee.
 - ② Players have the responsibility to actively cooperate with the referees. Inappropriate behaviors such as saving a macro program shall be led to a “forfeit”, and the player shall take all responsibility.
 - ③ There is no limitation for using audio output devices such as headsets, but player who use a program shall take responsibility operating them.
 - ④ Only voice chat program provided by IeSF can be used. However, when provided voice chat program malfunctions, another program allowed by referee can be used.
 - ⑤ Players can choose between devices offered by the IeSF and personal devices, and shall take responsibility operating them.
 - ⑥ Windows OS language is English as default and installing other language IME files are prohibited.
 - ⑦ Installing mouse software is allowed via USB checked by referee only, and all responsibilities shall be placed on the player if any issues occur due to the installed program.
 - ⑧ A ten-minute warm up time shall be given to players after being seated. If a player cannot finish setting up in the given time, the player shall take responsibility for their own settings.
3. The selection of PC and OS is the Host’s authority. However, the host shall takes responsibility to actively cooperate with the requests of players if reasonable.

Article 8 (Setting)

1. A ten-minute warm up time shall be given to players after setting personal equipment & install software.
2. Before the match begins, players shall check internal and external factors that may influence their performance, and if needed, they may seek a referee for help.
3. Players must raise complaints pertaining to all equipment before the match starts, and the host shall provide full support.

Chapter 5 Match Record Management

Article 9 (Match Record Report)

1. All match records of the World Championship shall be written in the format prescribed by IeSF. They shall be confirmed and signed by the responsible Technical Delegate and delivered to IeSF in an accurate and swift manner.
2. The referee for each title is responsible for recording any unusual occurrences during the match.
3. The referee is responsible for recording the numbers of PCs' used in the match and the replay of the match for reference in case if problems occur.
4. The official languages of all records shall be English.

Chapter 6 Misconduct

Article 10 (Misconduct)

Referees have the right to monitor and manage the misconduct of players, and may take disciplinary actions against confirmed cases of misconduct in accordance with “IeSF Competition Regulation”. IeSF may arrange a Disciplinary Committee for additional disciplinary action.

Chapter 7 Referee Decisions

Article 11 (Referee Decisions)

In a situation, such as misconduct or temporary stoppage of play occurs, the referee shall resolve such situations in accordance with “IeSF Competition Regulations” in a swift manner. In case of an unexpected emergency situation, the referee shall consult IeSF for resolution.

① Pause

– Players cannot stop the game with their own discretion and may express his or her request for pause by raising his or her hand. However, players can pause the game in situations listed below, and shall explain the reason of game pause to referee immediately. The referee is responsible for looking into the situation before resuming the match.

- ▶ When equipment malfunctions or network failure occurs.
- ▶ Participating players or teams using inappropriate behavior with direct impact on the outcome of the match or a concern which causes an interruption in the match

② Resume the match

– Upon the resolution of the situation, which leads to a temporary halt of the match, the referee may decide to resume the match, using his or her discretion, after assessing the impact of the situation on the match.

③ Rematch and Decision Win

– If it is impossible to resume the match due to computer, network failure or other unusual circumstances, the referee may announce either a rematch or decision win based on the advantages/disadvantages in accordance with “IeSF Competition Regulations”.

④ Draw

– If the match fails to determine a winner or loser, the referee may decide on a draw with the consent from both sides.

⑤ Time Out

– In case that a rematch or draw is called (this applies to both individual and team matches), the same players shall play on the same map, and a five-minute time out may be allowed upon the referee’s decision.

⑥ Decisions in other special situations may be made after consultation with the host organization.

Article 12 (Withdrawal)

Players may express intention of withdrawal to referee.

Article 13 (Disciplinary Action)

If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion. IeSF may arrange a disciplinary committee to decide additional disciplinary measures.

Article 14 (Caution)

The referee may give a “caution” to participating players or teams in case of violating the regulations below:

- ① Requesting a halt of play based on rule violation of a player or a team
- ② Requesting a halt of play due to personal reasons (physiological reasons, defective set-up, etc.)
- ③ Late arrival of participating players
- ④ Equipment cords pulled out abruptly due to a player’s mistake
- ⑤ Replay after the match is over
- ⑥ Other inappropriate behavior as a participating player

Article 15 (Warnings)

After receiving two “cautions” during play, the player will then get a “warning” and the previous “cautions” are no longer effective.

- ① Playing in the match with unauthorized software or hardware
- ② Causing intentional pauses in the match
- ③ Disobeying decisions and orders by the referee
- ④ Unsportsmanlike language and/or behavior
- ⑤ Unnecessary verbal conversations with unauthorized personal causing disruption of play

- ⑥ Disregarding the decisions of the referee or the host organization
- ⑦ Causing intentional disconnects during the match
- ⑧ Other behaviors which the referee decides as inappropriate

Article 16 (Forfeiture)

After receiving two “warnings” during the match, the player will get the “forfeiture” and the previous two warnings are no longer effective.

- ① Hacking into a computer, server or intentionally attacking computers used in The World Championship
- ② Player misconduct which directly impacts the outcome of the match or any intentional ill-mannered acts which result in similar effects
- ③ Using bugs to gain advantage in the match without notifying the referee
- ④ Not arriving at the stadium until the match begins

Article 17 (Expulsion)

If there is concern that a participating player or team will continue to use inappropriate behavior that directly impacts the outcome of the match or a concern which causes an interruption in the match, the referee may expel them upon the approval of the Technical Delegate.

Article 18 (Disciplinary Committee)

If a situation calling for disciplinary actions occurs during a match, as described below, IeSF may hold a disciplinary committee to determine additional disciplinary measures.

- ① Disciplinary actions that amount to or exceed forfeiture or expulsion
- ② Other situations which call for disciplinary actions through a Disciplinary Committee

Chapter 8 Referee and Protest

Article 19 (Referee)

The certified referees appointed by IeSF shall be responsible for all decisions. They are expected to make fair and reasonable decisions during unexpected emergency situations while consulting with IeSF.

- ① The referee’s decision shall be absolute based on “IeSF Competition Regulations” and he or she shall hold the primary responsibility of his or her decision.
- ② The referee shall comply with “Statutes of the Referee Committee” and resolve unexpected problems by consulting with IeSF.
- ③ The referee shall be responsible for checking the condition of the stadium, PCs, players’ registration status, and the delivery of instructions.

Article 20 (Protest)

As for matters which cannot be addressed by “IeSF Competition Regulations” or fall outside of the referee’s authority, IeSF shall form the Protest Deliberation Committee to deliberate a resolution on the issue. A protest request shall be submitted in writing and the committee shall be attended by committee members, Technical Delegate and the relevant referee only.

Article 21 (Decision on Protest)

The decision by the Protest Deliberation Committee shall be the final decision and no objection to the delivered decision shall be allowed.

Supplementary Provisions

1. These Regulations shall be effective from August 2017.
2. Any amendment to the regulations is subject to IeSF’s approval.

APPENDIX 2

IeSF Scoring Regulations

Table of Contents

Chapter 1 General Rules

Article 1 (Purpose)

Chapter 2 Scoring

Article 2 (Determination of Composite Ranking)

Article 3 (Total Scores of Matches)

Article 4 (Scoring of Expulsion)

Article 5 (Scoring of Demonstration Titles)

Article 6 (Responsibility of Scoring)

Article 7 (Scoring of Official Titles)

Supplementary Provisions

Chapter 1 General Rules

Article 1 (Purpose)

The purpose of this Scoring Regulations is to outline the rules for the scoring method to determine the ranking of each member nation.

Chapter 2 Scoring

Article 2 (Determination of Composite Ranking)

The rank of each member nation shall be determined based on the sum of points acquired from matches of each Official Title. Non-member of IeSF shall not be subject to scoring.

Article 3 (Total Scores of Matches)

Composite scores of matches shall be calculated as follows:

- ① The sum of the acquired scores from each Official Title is the Composite Score of the member nation.

e.g.: Calculation of Points

Korea

- League of Legends: 1st place = 100 point
- Counter Strike: 2nd place = 51 point
- Tekken7: 4th Place = 21 Point
- Total score: $100 + 51 + 21 = 172$ points

Austria

- League of Legends: 3rd place = 31 point
- Counter Strike: Round of 8 = 16 point
- Tekken7: nonattendance = 0 point
- Total score: $31 + 16 + 0 = 47$ points

- ② In the event of a tie among 1st, 2nd and 3rd place, the nation with a higher rank in League of Legends shall be the winner, and if the rank in League of Legends ties, then, the nation with a higher rank in Counter Strike shall be the winner.

Article 4 (Scoring of Expulsion)

In the situation of an Expulsion, the score of 0, regardless of any excuse, shall be given. The right for the hearing session shall be given to the related player, team and NF, and the Protest Deliberation Committee shall decide on the matter, reviewing the statements explaining the reasoning submitted by the related NF.

Article 5 (Scoring of Demonstration Titles)

Demonstration Titles shall not be subject to scoring.

Article 6 (Responsibility of Scoring)

Scoring for each title shall be supervised by the Technical Delegate, yet it shall be subject to be reviewed by IeSF.

Article 7 (Scoring of Official Titles)

1. Scoring of Official Titles shall be done from 1st to the bottom as follows:

Rank	1st	2nd	3rd	4th	Round of 8 (5th~8th)	Round of 16 (9th~16th)	Participation (16 th ~)
Distribution	100 points	51 points	31 points	21 points	16 points	11 points	5 points

Supplementary Provisions

1. These Regulations shall be effective from August. 2017.
2. Any amendment to the regulations is subject to IeSF's approval.

APPENDIX 3

Match Rules

<League of Legends>

Table of Contents

Article 1 Name of the Title

Article 2 Participation

Article 3 Method of the Matches

Article 4 Configuration of the Matches

Article 5 Accounts and Nicknames

Article 6 Game of Record

Article 7 Pauses

Article 8 Disconnects

Article 9 Decision Win

Article 10 Ingame additional rules

Article 11 Forbidden Behavior

Article 12 Change of Rules

Article 1 Name of the Title and Patch

1. Name of the Title: League of Legends.
2. For the World Championship, current patch available will be used for the competitions
3. For the national qualifiers (preliminaries), current patch available in the country is used for the competitions.
4. IeSF and NFs are responsible for notifying the relevant videogame producer about dates of competitions, asking to postpone patching the game so as it does not happen during the days of the event (the World Championship or national qualifiers/preliminaries).

Article 2 Participation

1. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race or disability.
2. Players who have participated in Professional (LoL Championship Series) and Semi-Professional (Challenger Series) tournaments in 2017 are not eligible to participate in the League of Legends tournament at the IeSF World Championship.
3. Eligible Age of Participation in the World Championship competitions of this title is 12 and over (It is limited to people born on & before November 9th, 2005).
4. If necessary from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

Article 3 Method of the Matches

1. Game Format: Team Match (5-person team with no substitute)
2. Set of Matches
 - ① Group Preliminary

All teams are randomly seeded into 4 groups of 4 teams:

 - Round Robin (Single Game) among teams from each group
 - 1st and 2nd places of each group advance to the Main Rounds

In the event that the number of teams is more or less than 16, number of teams in a group or number of groups may be changed by IeSF’s decision.
 - ② Main Rounds
 - Single-elimination
 - Best of 3 all the matches, meaning up to 2 wins
3. Determining a winner
 - When the opponent team declares surrender

If the surrender vote arises, all players in the team shall agree in 10 seconds, and cancellation of the vote shall not be allowed.

 - When a team destroys the opponent’s nexus
 - For other situations, the referee shall decide

4. Tie Break

1. Head to head result
2. Game score difference in all games in the group
3. Game score difference in mutual games
4. Won games in all games in the group
5. Won games in mutual games
6. Time difference in mutual matches

For BO1 game series sections 2, 4 and 5 don't apply.

Article 4 Configuration of the Matches

1. Side Selection

– A coin toss decides which team has ‘Selection Priority’. The head side picks either blue or red side.

In the second match, the side shall be opposite.

– If a third match is required, Selection Priority shall be determined by another coin toss

2. Bans and Picks

– Coach is allowed to be with the players after coin toss for bans and picks.

– Bans and Picks proceed as follows:

Blue Team = A, Red Team = B

Ban Phase 1: ABABAB

Pick Phase 1: ABBAAB

Ban Phase 2: BABA

Pick Phase 2: BAAB

– In case of match on Main stage, coach must be out of the gaming booth after Bans and Picks.

– In case of match in Tournament Area, coach must be back at seats after Bans and Picks, and not allowed to communicate with players until the match is over.

– If a player selects a Champion by mistake in the Pick-&-Ban Phase, the Player must notify a League Official before the other Team has locked in their next selection. In this case the Pick-&-Ban Phase will be restarted with the same Picks and Bans up until the mistake occurred and the Player may correct the mistake. In the case the other Team has locked in their next selection, before the Player notifies a League Official, the Pick-&-Ban Phase will not be restarted and the mistakenly selected Champion stays locked in.

3. Settings for the Match

– Game mode: Classic Draft

– All chat: Disable

– Map: Summoner's Rift

– Broadcasting & Observing: Enable

– Runes, Masteries, Summoner spells, Skins: All Available

4. Voice chat Programs

- Only voice chat program provided by IeSF can be used. However, when provided voice chat program malfunctions, another program allowed by referee can be used.

Article 5 Accounts and Nicknames

1. Players shall participate in the match with their contest IDs. The contest IDs shall be given by the referee on the match day.
2. Players are not allowed to use their personal account in the match.
3. During a match, players must use the following format for their in-game handle: “Nationality.Nickname”. All players must use their official/regular nicknames

Article 6 Game of Record

A game of record (“GOR”) refers to a game where all ten players have loaded and which has progressed to a point of meaningful interaction between opposing teams. Once a game attains GOR status, the period ends in which incidental restarts may be permitted and a game will be considered as “official” from that point onward. After the establishment of GOR, game restarts will be allowed only under limited conditions. Examples of conditions which establish GOR

1. Any attack or ability is landed on minions, jungle creeps, structures, or enemy Champions.
2. Line-of-sight is established between players on opposing teams.
3. Setting foot, establishing vision or targeting skillshot ability in opponent’s jungle by either team, which includes either leaving the river or entering brush connected to enemy jungle.
4. Game timer reaches two minutes (00:02:00).

Article 7 Pauses

1. Pauses

Players cannot stop the game with their own discretion and may express his or her request for pause by raising his or her hand. However, players can pause the game in situations listed below, and shall explain referee regarding the reason of game pause. The referee is responsible for looking into the situation before resuming the match.

- ▶ When equipment malfunctions or network failure occurs.
- ▶ Participating players or teams using inappropriate behavior with direct impact on the outcome of the match or a concern which causes an interruption in the match

2. Resume the match

Upon the resolution of the situation, which leads to a temporary halt of the match, the referee may decide to resume the match, using his or her discretion, after assessing the impact of the situation on the match.

3. Rematch and Decision Win

If it is impossible to resume the match due to computer, network failure or other unusual circumstances, the referee may announce either a rematch or decision win based on the advantages/disadvantages in accordance with Article 9 “Decision Win”.

4. Players are not allowed to communicate in any manner with each other during a game pause. Players can communicate to the referee, but only when directed in order to identify and remedy the cause for the stoppage. If a pause extends long enough, referees may allow teams to talk before the game is resumed to discuss the game conditions.

Article 8 Disconnect

1. When disconnected, the player may pause the game and shall report it to the referee by raising a hand.

2. In the situations listed below, relevant matches shall become void, and a re-match shall be conducted.

① In case of when the decision of a win/loss is impossible to be determined according to Article 9 “Decision Win” in situation of unidentified bugs or unintentional occurrences of bugs, including but not limited to:

– If a player notices that player’s rune, mastery, or GUI settings have not applied correctly due to a bug between the game lobby and match, player can pause the game, notice the referee immediately by raising his/her hand. After confirmation of the referee, the player adjusts these setting. If the settings cannot be correctly adjusted, then the game may be restarted.

– If a referee determines that technical difficulties will not allow for the game to resume as normal (including a team’s ability to be in proper position for certain game events, such as minion spawn).

3. When there is clear advantage on one team according to Article 9 “Decision Win” below, the referee can award game victory to the team instead of rematch.

4. In the event of either the referee or observer PC malfunctioning, the match shall continue if it’s considered to have no influence on the match.

Article 9 Decision Win

1. In the event of a technical difficulty which leads referees to declare a restart, the referee may instead provide Decision Win to a team. If a game has been played for more than 20 minutes on the game clock (00:20:00), referees, in their sole discretion, may determine that a team cannot avoid defeat to a degree of reasonable certainty. The following criteria may be used in the determination of reasonable certainty.

2. The difference in gold between the teams is more that 33%

3. The difference in the number of remaining turrets between the teams is more than seven.

4. The difference in the number of standing inhibitors between the teams is more than two.

Article 10 Ingame additional rules

Using skins prohibited in the official tournament rules from Riot Games are prohibited here as well. Champions which have not been available on the live server for more than one week will be automatically restricted. A Champion will not be made available if a game-week has started. Champions that have undergone reworks will be enabled at the sole discretion of the IeSF.

Article 11 Forbidden Behavior

1. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion.
2. When a player of a team uses settings exceeded the basic setting range through client manipulation, the referee may give the team a “forfeit”.

Article 12 Change of Rules

1. These regulations apply to the League of Legends match rules of the current IeSF World Championship, and may be altered in the following cases:
 - Rules are subject to change after the release of new patches.
 - Upon discovery of other reasonable factors.
2. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.

APPENDIX 4

Match Rules

<Counter-Strike: Global Offensive>

Table of Contents

Article 1 Name of the Title

Article 2 Participation

Article 3 Method of the Matches

Article 4 Map List and Veto Process Order

Article 5 Game Server Setting

Article 6 Sostronk Commands

Article 7 Accounts and Nicknames

Article 8 Pre-Match Rules/Guidelines

Article 9 Match Rules/Guidelines

Article 10 Forbidden Behavior

Article 11 Change of Rules

Article 1 Name of the Title and Patch

1. Name of the Title: Counter-Strike: Global Offensive.
2. For the World Championship and for the national qualifiers (preliminaries), current version available via the Steam application is used for the competitions.
3. If the videogame is patched later than two weeks before the start of the World Championship the version may be rolled back upon IeSF's decision.

Article 2 Participation

1. Participation criterion is "Open for All", which means a national team shall be organized with players possessing the related nation's citizenship regardless of gender, race or disability.
2. Eligible Age of Participation in the World Championship competitions of this title is 17 and over (it is limited to people born on & before November 9th, 2000).
3. If necessary from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

Article 3 Method of the Matches

1. Game Format: Team Match (5-person team with no substitute)
2. Set of Matches
 - ① Group Preliminary

Teams are placed into seed pools according to their recent performance. The number of the pools is the same as the number of the groups. Teams are then randomly placed into groups by drawing one team from each seed pool to each group until all the seed pools are empty.

 - Round Robin (Single Game) among teams from each group
 - 1st and 2nd places of each group advance to the Main Rounds

In the event that the number of teams is more or less than 16, number of teams in a group or number of groups may be changed by IeSF's decision.
 - ② Main Rounds
 - Single-elimination
 - Best of 3 all the matches, meaning up to two wins
3. Determining a winner
 - Teams change sides after 15 rounds. A team wins the game when it scores 16 (wins 16 rounds)
 - If, after 30 rounds, both teams score 15, an overtime of 6 rounds with \$10.000 starting money shall be added (sides change after 3). A team wins the overtime if it scores 4 rounds.
 - For other situations, the referee shall decide
4. Tie Break

- ① Head to head result
- ② Point differential (Each round Win = 1 point, Lose = -1 point)
- ③ Rematch (6 round game with \$10.000 starting money)
 - In case of rematches in a 3-way tie, the referee may decide the first pair of teams is by a coin toss if the schedule does not allow all three teams playing each other. In such a case, the third team matches the winner (if one of three advances to the next) or the loser (if two of three advance to the next).

Article 4 Map List and Veto Process Order

1. Map List

- Valve's active duty map pool, as it stands two weeks before the event, is used.

2. Veto Process Order (Single game match)

- The team that starts the veto process will be determined by coin toss.
 - Team A bans first map;
 - Team B bans second map;
 - Team A bans third map;
 - Team B bans fourth map;
 - Team A bans fifth map;
 - Team B bans sixth map.
 - The remaining map shall be played.
- Starting sides will be determined by a knife round.

3. Veto Process Order (Best of 3 Matches)

- The team that starts the veto process will be determined by coin toss.
 - Team A bans first map;
 - Team B bans second map;
 - Team A picks first map and the other team decides the starting sides;
 - Team B picks second map and the other team decides the starting sides;
 - Team A bans third map;
 - Team B bans fourth map;
 - The remaining map will be played in case of a tie after the first two maps.
- Starting sides on the last map will be determined by a knife round.

Article 5 Game Server Settings

1. Settings Used During Warmup Time

- mp_warmuptime 3600
- sv_voiceenable 0

2. Settings Used During Matches

- mp_startmoney 800

- mp_roundtime 1.92 (1:55 min)
- mp_roundtime_defuse 1.92 (1:55 min)
- mp_freezetime 15
- mp_buytime 15
- mp_maxrounds 30
- mp_c4timer 40
- mp_round_restart_delay 5
- sv_voiceenable 1
- ammo_grenade_limit_default 1
- ammo_grenade_limit_flashbang 2
- ammo_grenade_limit_total 4
- mp_weapons_allow_zeus 0
- Death cam should be disabled and set to competitive mode by setting game_type 0 and game_mode 1

3. Settings Used During Overtime

- mp_maxrounds 6 (each team plays up to 3 rounds per side)
- mp_startmoney 10000

Article 6 SoStronk Commands

1. During Warm-up
 - .r – ready
 - .ur – unready
 - .status – shows unready players and team captain
2. After knife round
 - .stay – same side
 - .swap – switch sides
 - .status – shows unready players and team captain
3. During the Match
 - .pause – pause in freeze time
 - .unpause – unpauses

Article 7 Accounts and Nicknames

1. Players shall participate in the match with their own IDs.
2. During a match, players must use the following format for their in-game handle: “Nationality.Nickname”. All players must use their official/regular nicknames
3. Players’ steam avatar image must not be offensive or inappropriate.

Article 8 Pre-Match Rules/Guidelines

1. Players will have their configuration files (CFGs) installed by referees.

2. Voice Server

- Only voice chat program provided by IeSF can be used. However, when provided voice chat program malfunctions, another program allowed by referee can be used.

3. VETO Process

- The process of removing and picking maps will be initiated by team captains with a referee.
- The maps that will be played in the upcoming match have to be determined with at least 20 minutes prior to the scheduled starting time of that particular match.
- Completing the VETO process in time is crucial for the Pre-Show Analysis and the actual starting time of that particular match.

4. Game Server Information

- As soon as the VETO process is completed, team representatives will be provided all the required information to join the game server (address, password, port) by referee.

5. Match Start

- Both teams must align their full starting lineup on the provided game server 5 minutes prior to the scheduled starting time;
- Once all players are present on the game server, teams will not be able to ready up until they receive administrator approval;
- Teams will receive administrator approval once the production team is ready to broadcast the match on the official stream.

Article 9 Match Rules/Guidelines

1. The following actions are considered **exploits** and **should never be used** (under any circumstances):

- Using scripts (including jumpthrow scripts);
- Using bugs that contradict the normal gameplay flow (e.g. spawn bugs);
- Skywalking, moving through walls, floors and roofs;
- Planting bombs so that they cannot be defused;
- Boosting with the help of team mates is generally allowed, but it is forbidden in places where the textures, walls, ceilings or floors will become transparent or penetrable;
- “Fireboosting” (i.e firing below a player to push him);
- “Flashbugs”;
- “Mapswimming“ or „floating“;
- Standing on invisible map edges (“pixelwalking“);
- Adjusting or using on the players PC:
 - mat_hdr_enabled 0/1
 - mat_hdr_level 0/1/2

2. Using any kind of overlay that displays the system performance while playing (e.g. Nvidia SLI Display, RivaTuner Overlays, etc.) is strictly prohibited and may be punished under the cheating paragraph.

3. Tactical Timeouts

- Each team is allowed to call one tactical timeout per map;

- Team captains must specify in the game server chat that the pause is tactical;
- A tactical timeout must not exceed 2 minutes;
- Players are not allowed to leave their chairs during tactical timeouts or remove their sound canceling headphones.

4. VAC Authentication Errors/PC Crashes/Technical Issues

- If a player is affected by a VAC Authentication Error/PC crash/technical issues in the first 40 seconds of the round and no damage was dealt to any players, the round will be replayed from the beginning;
- If a VAC Authentication Error/PC crash/technical issue affects a player after damage was dealt to any of the players or 40 seconds (or more) have passed since the start of the round, the round will continue until the next freetime (regardless of the situation on the server);
- If a player suffers from multiple VAC Authentication Errors, his PC/Steam account will be replaced by tournament officials.

5. Technical Pauses

- In the case of a technical problem, players must use the regular .pause command (which activates in the next freetime) and type “problem“ or “issue“.
- The stage administrators will join the affected team as quickly as possible and assist them in resolving the issue.
- During a technical pause, players allowed to communicate only with the referees and tournament staff.

6. Break Time Between Maps

- Standard break time between maps is 10 minutes. This interval is used to prepare the broadcasting of the next map as well as allowing the Analysis Desk to examine the map that has just been played.
- If the break time extends due to unforeseen circumstances, you will be informed by a tournament administrator.

Article 10 Forbidden Behavior

1. If a player of a team commits misconduct or any inappropriate act in a team event, the referee may take disciplinary action against the team which can include a caution, warning, forfeit, or expulsion.
2. If a team uses any type of exploits to gain an advantage over their opponent, the team in question will lose that particular round;
3. Players using any type of cheat and/or ghosting will be disqualified from the tournament and will receive (together with their team) a 1 year ban from all competitions organized or managed by IeSF

Article 11 Change of Rules

1. These regulations apply to “The 9th Esports World Championship Busan 2017. Counter-Strike: Global Offensive Match Rules”, and may be altered in the following cases:
 - Rules are subject to change after the release of new patches.
 - Upon discovery of other reasonable factors.

2. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.

APPENDIX 5

Match Rules

<Tekken 7>

Table of Contents

Article 1 Name of the Title

Article 2 Participation

Article 3 Method of the Matches

Article 4 Configuration of the Matches

Article 5 Forbidden Behavior

Article 6 Disconnects

Article 7 Change of Rules

Article 1 Name of the Title

1. Name of the Title: Tekken7.
2. Videogame Platform: Playstation 4
3. For the World Championship and for the national qualifiers (preliminaries), current patch available in the country is used for the competitions.
4. IeSF and NFs are responsible for notifying the relevant videogame producer about dates of competitions, asking to postpone patching the videogame so as it does not happen during the days of the event (the World Championship or national qualifiers/preliminaries).

Article 2 Participation

1. Participation criterion is “Open for All”, which means a national team shall be organized with players possessing the related nation’s citizenship regardless of gender, race or disability.
2. Eligible Age of Participation in the World Championship competitions of this title is 15 and over (It is limited to people born on & before November 9th, 2002).
3. If necessary from the point of view of national legislation, an NF can change the eligible age of participation for their players increasingly.

Article 3 Method of the Matches

1. Game Format: Individual Match
2. Set of Matches
 - ① A round is exhausting energy bar once (1 circle under the energy bar)
 - ② A game consists of 5 rounds (1 coin)
 - ③ A match consists of 3 games (Preliminary), 7 games (Quarterfinal), and 9 games (Starting from semifinal)
 - ④ Group Preliminary

All players are randomly seeded into 4 groups of 4 players:

 - Round Robin (Best of 3, meaning up to two wins) among players from each group
 - Best of 3 games, meaning up to 2 game wins
 - 1st and 2nd places of each group advance to the Main Rounds

In the event that the number of players is more or less than 16, number of players in a group or number of groups may be changed by IeSF’s decision.
 - ⑤ Main Rounds
 - Single-elimination
 - Best of 7 games, meaning up to 4 wins (Quarterfinal), Best of 9 games, meaning up to 5 wins (Starting from semifinal)

3. Tie Break

- ① Head to head result
- ② Point differential (Each round Win = 1 point, Lose = -1 point)
- ③ Rematch (single-game matches)
 - In case of 3-way tie the first pair of players is defined by coin toss. The third player matches the winner (if one of the three proceed from the play-off) or the loser (if two of the three proceed to the play-off).

Article 4 Configuration of Matches

1. Settings

- Game mode: VS mode
- Timer: 60 Seconds
- Each Game: 5 Rounds
- Stage: Random

2. Side Selection

- Players may mutually agree who sits on the left and right side, corresponding to Player 1 and Player 2 respectively. If Players cannot agree, they will play Coin toss to determine who picks their side. This applies from Qualifier to Finals.

3. Match Procedure

- Players select their sides.
- Players select their characters (blind pick) and
- The Players play the first Game of the Match.
- The losing Player of the preceding Match may choose to change characters.
- The next Game is played.
- Repeat steps 4 and 5 for all subsequent Games until the Match is complete.

4. Permitted Controllers

- All standard fight sticks and controllers are permitted. Macro functions (e.g. turbo buttons) and wireless controllers other than DualShock 4 are not permitted. Players that use DualShock 4 but do not un-sync their controller after the Match are subject to disqualification at the discretion of Tournament Organizers.

5. Ties

- Since game cannot end in ties, when the 60 seconds runs out, whoever has the most remaining health will win the round. In case of double K.O. of the final round, you should start a new game and whoever wins first fight - wins the round and the entire game.

6. Match Obligations

- 10 minutes shall be given for preparation before the match begins. Players that are not ready to play within ten (10) minutes of the Match start time are subject to penalties including a possible Match forfeiture.
- Players may not voluntarily forfeit a Match without prior authorization from Tournament Organizers and, even with authorization, are subject to further penalties for forfeiting.
- The referee has to declare the chosen characters that will be played during the next match.

7. Match Disruptions

- Pauses

If a Player either intentionally or accidentally pauses the Game by either pressing the start button or unplugging his or his opponent's controller, the Player who paused forfeits the current Round.

- Restarts

Tournament Organizers may order a Game or Match restart due to exceptional circumstances, such as if a bug significantly affects a Player's ability to play or a Game or Match is unable to finish.

- Stalling

Stalling, or excessively delaying the Game or Match, may result in a Game or Match forfeit at the discretion of Tournament Organizers.

8. Coaching

- Players may designate one (1) individual to be their coach during each Tournament. Players may consult with the coach for a maximum of one (1) minute in between Games in a Match. Deliberately giving or receiving advice to/from any other person during a Game or Match is not allowed and may result in penalties for both parties.

9. Cheating

- Any cheating, as determined by the Tournament Organizers in their sole discretion, will result in an immediate forfeiture and additional penalties depending on the severity of the infraction

10. Result

- After finishing a match, player shall confirm it with referee.
- The result not confirmed by referee shall not be counted.

Article 5 Forbidden Behavior

1. If a player commits misconduct or any inappropriate act in an individual event, the referee may take disciplinary action against the player including a caution, warning, forfeit, or expulsion.
2. In case of situations listed below, the referee may give a warning to players as disciplinary action.
 - When uses custom skin set of characters.
 - When the game is paused, players shall not contact people outside until the referee permits it.

3. In case of situations listed below, the referee may give a forfeit to players as disciplinary action.
 - When uses a bug notified to be banned before the match.

Article 7 Malfunction

1. When the console or controller malfunctions, the player shall report it to the referee by raising a hand.
2. In the situations listed below, relevant set shall become void, and a rematch of the set shall be conducted.
 - In the case of unidentified bugs or unintentional occurrences of bugs.
 - When the decision of a win/loss is impossible to decide by the progress of the match.
3. In the event of either the referee's or an observer's PC malfunctioning, the match shall continue if it's considered to have no influence on the match.

Article 8 Change of Rules

1. These regulations apply to “The 9th Esports World Championship Busan 2017. Tekken7 Match Rules”, and may be altered in the following cases:
 - Rules are subject to change after the release of new patches.
 - Upon discovery of other unreasonable factors.
2. When match rules are revised because of specific circumstances, the host has the obligation to announce revisions via website or any other viable source.